Meeting Agenda
Location: Hubben
Date: 19/4 2012
Time: 14:10 - 15:15
Facilitator: Jonathan Kara
Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

We have to go through our assignments, and the RAD still has to be finished.
The SDD has to be finished as well. Linus want everyone to visit the course site and read about the SDD and RAD a little bit more to get more "into" it.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

It's necessary to finish our SDD to be able to continue.

3. Reports (15 min)

The tetrominos in BlockBox are fixed.
We discovered that Jonathan ("Kara", "karamelljoni") had sent in some code but we hadn't seen it before (but we knew he had).
We had a meeting with Joachim and got some advices on how to continue

4. From previous meetings, solved issues, e. t. c.

The other course (Swedish) is still requiring some time, but not as much since we worked a lot on it the other day.
The tetrominos in BlockBox are fixed.

5. Discussion items (35 min)

How to...

How to create a model of all packages to the SDD:

Joachim told us about a function in Eclipse that could detect the connections between the packages in our project. It should be available in one of the PDF's on the course side to read. Make the test as soon as possible to get the SDD done.

Why should we keep the intro view?

Pros:

○ Feels more like an arcade/retro game
○ There's room for nostalgic and entertaining animations and music
○ Introduction to the game
○ Extra programming lines

Cons:

○ Extra unnecessary clicks
○ More work (since we want a cool intro)

Music and soundeffects:

○ 8 bit inspired.
○ Same music throughout the game

- ○ Laser effects when shooting
- ○ Explosions
- ○ FX when clicking on the menus

6. Outcomes and assignments (5 min)
Magnus - RAD and maybe start designing
Jonathan - Continue with the connections between each view
Andreas - Keep working on the sound and see how highscores can be saved after quitting the game
Linus - Work on the BlockBox and start making music

7. Wrap up
a. NA
b. Next meeting will take place 25/4 2012